

Official Iconica Rules – v12

ericimagines.com

Ages 13 and up
2-4 Players
30-60 Minutes



WARNING
Choking Hazard – Small Parts
Not for children under 5 years

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**SPECIMEN
DESIGN**

Our World. Your Story.

Rynaga was a peaceful planet. Until the star-faring Sarion became stranded here. In seclusion these castaways grew their small, vulnerable colony into a powerful empire. Now, Sarion settlements expand across our lands and threaten to destroy the balance of nature on Rynaga forever.

Determined to return to their homeworld, the Sarion hold to their **Legion Agenda**, a masterplan they believe will return them to the stars. United under the leadership of their cunning ruler – the Pharax – they exploit rare artifacts, strategic landmarks, and the secrets of our most precious resource: *radia*. But the Sarion experiment with powers they do not understand or respect.

To counter the dangers posed by Legionist ambitions, the native inhabitants of Rynaga form the **Protectorate**. This coalition of city states led by the Sidrani people, plans for future confrontations with Sarion expansionists. Together, they seek the aid of

colossal creatures, controversial radia-wielders, and even defectors from the Sarion elite. The Protectorate alliance is strong, but less technologically advanced than their rivals.

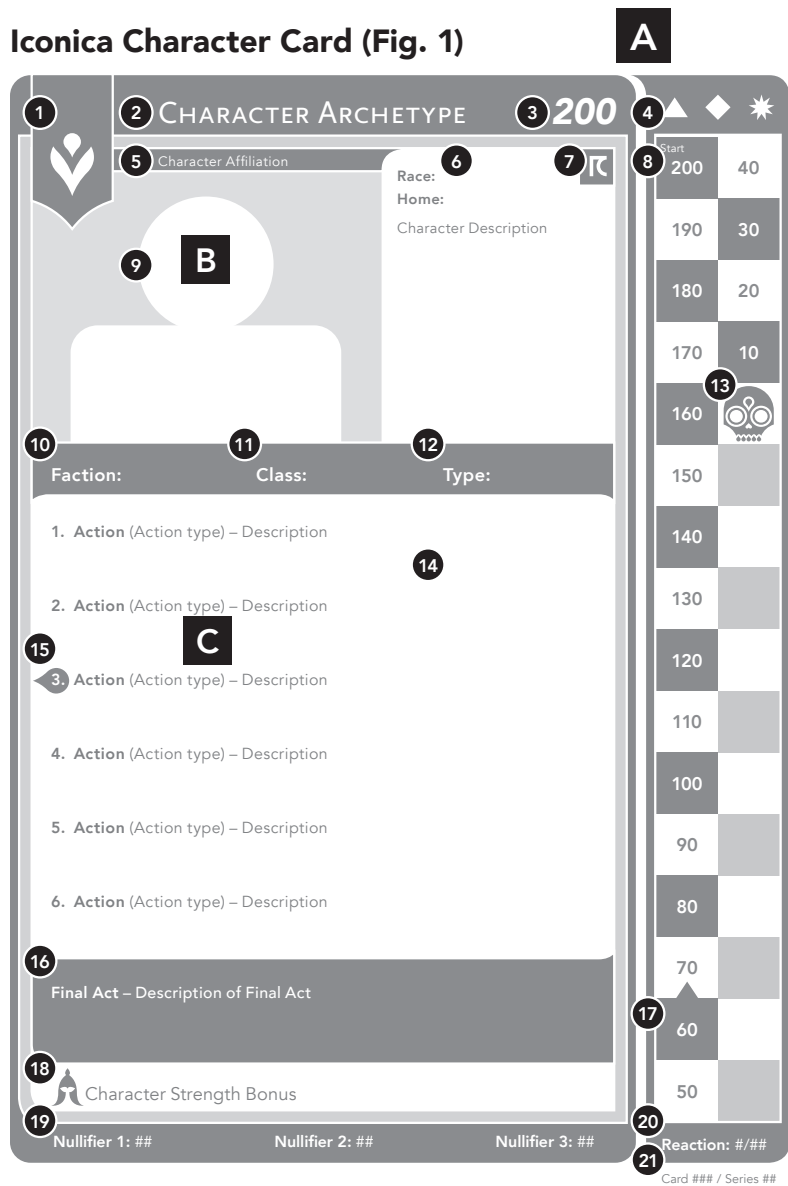
As tensions rise, both the Legionists and the Protectorate compete to gain the support of various **Independent** factions scattered throughout Rynaga. Comprised of legendary guilds, roaming mercenary groups, and influential merchant clans, these minor factions value wealth above all else.

As for me, I will soon join my ancestors in eternal sleep. My last days are full of questionings. What conflicts will arise? Who will prevail? The noble protectors of Rynaga's ancient secrets? Our alien visitors who seek greatness among the stars at any cost? Or perhaps some other unseen force of nature biding its time? All exists in future I will never see.

– Hadrion, Whitefire Syndicate

Final Days and Writings of a Sage

Iconica Character Card (Fig. 1)



- 1. Faction Banner and Icon
- 2. Character Archetype
- 3. Character Health Value
- 4. Nullifier Icons
- 5. Character Affiliation
- 6. Character Description
- 7. Influence Icon (Nonfunctional)
- 8. Start Tile and Health Meter
- 9. Character Portrait
- 10. Character Faction
- 11. Character Class
- 12. Card Type
- 13. Skull Tile
- 14. Character Action Box
- 15. Action Break Icon
- 16. Final Act
- 17. Nullifier Tile
- 18. Strength Bonus
- 19. Nullifier Tile Statistics
- 20. Reaction Statistics
- 21. Card and Series Numbers

- Status Marker Placements**
- A) Confusion (Orange)
 - B) Blind (Orange)
 - C) Stun (Orange)
 - D) Fear (Purple)
 - E) Poison (Green)
 - F) Restoration (Blue)
 - G) Siphon (Red)

Game Overview

In Iconica, you lead a party of adventurers in a contest of turn-based strategy. The characters you choose are your **Party Members**.

The object of Iconica is to eliminate your opponent's characters. Players take turns using character actions against each other. The player to eliminate all of his/her opponent's characters first, wins.

2-Player Games

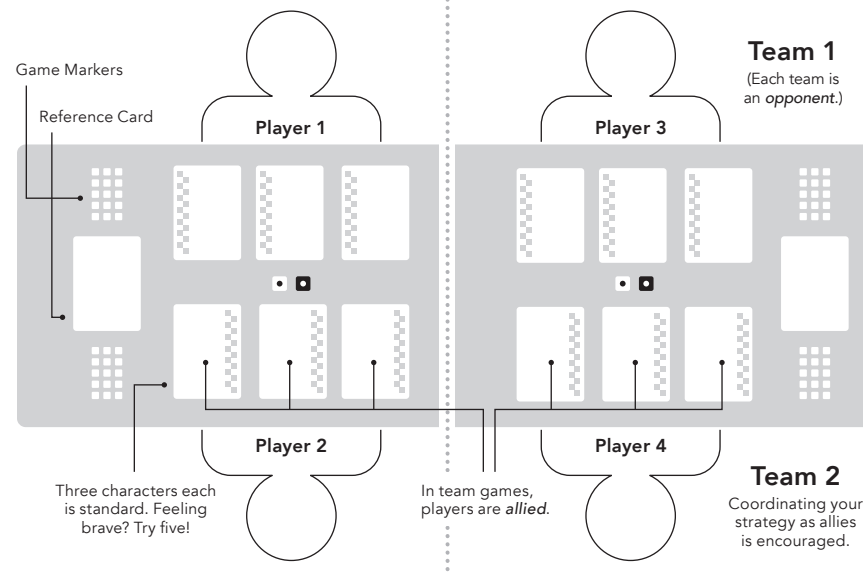
Iconica games begin with Party Member selection. To form parties, players roll a die. The player who rolls the lowest number chooses a character first and begins setup as in Fig 2. Players alternate character selection, placing cards face up on the table. Continue until both players have three characters.

The player who rolled the lowest number during party member selection begins play by taking an **Action Roll** (Page 4). Players follow the guidelines in Fig. 3 and alternate taking turns.

Game Setup (Fig. 2)

2-Player Game Setup (Page 2)

4-Player Team Setup (Page 7)



Your party may be formed using any combination of characters with the following restrictions:

1. Characters aligned with **Legion** and **Protectorate** factions, can not be in the same party. (Fig. 1, #10)
2. Duplicate characters can not be in the same party or team.
3. Players are limited to one Legend or Special character each. (Fig. 1, #12)
4. Players can not use the same Legend or Special character.

There are five main **Character Classes**. **1) Offensive** are damage dealers. **2) Defensive** avoid and absorb damage. **3) Disruptive** cause status effects and conditions. **4) Supportive** are healers and protectors. **5) Adaptive** maintain a balanced range of actions.

Once players finish character selection, place a black damage marker on the **Start Tile** (Fig. 1, #8) of each card. Whether you're playing a 2-player or 4-player game (Page 7) setup should look something like the example in Fig. 2.

Turn Phases (Fig. 3)

- Opening Phase**
1. If needed, apply any delayed actions from previous turn(s).
 2. Eligible characters may attempt their Final Act.
 3. If applicable, roll to resolve Status Effects such as Poison, Fear, Restoration, or Siphon.

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- Action Phase**
1. Take your Action Roll.
 2. Choose a character and action to use.
 3. If applicable, apply your Action Break bonus.
 4. If necessary, roll to resolve Status Effects such as Blind and Confusion.
 5. Select a target and attempt your chosen action.

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- Closing Phase**
1. Eligible characters may attempt their Final Act.
 2. Remove any Status Effects that end after one turn.

Action Rolls

The Action Roll determines the character actions available during your turn. Roll two dice – one white and one black. You may then choose one of two options: **1)** Use numbered character action matching the number on your white die, **OR 2)** use a numbered character action with an **Action Break Icon** (◀#) next to it. This must match the number on the black die. If you choose this second option, you may also heal the acting character of 20 damage and dispel any negative effects it has.

Character Actions

Actions may call for damage, status effects, or healing to be dealt. Some types of actions are **Melee**, **Ranged**, and **Status**. Always do what a character's action calls for even if it is not covered in these rules. If you can not do what an action calls for, perform any part of the action that you can. In some cases, the result may be your turn simply ending.

When applying damage, move your damage marker down the **Health Meter** (Fig. 1, #8) towards the **Skull Tile**. (Fig. 1, #13) When applying healing, move your damage marker up the Health Meter away from the Skull Tile.

When an action results in a character's damage marker landing on the skull tile, all status effects, conditions, auras, *Iconica Travels* cards, etc., are removed from that character as it waits to attempt a Final Act. (Page 6)

Apply actions in the order in which they read. If an action reads "Deal Poison and 30 damage...", apply Poison first, then the damage. If an action reads "Deal 30 damage and Poison...", apply damage, then Poison.

Status Effects

Some status effects are negative, others have a positive effect on your characters. There are three types of status effects: **Minor**, **Major**, and **Unique**.

Minor Status Effects – Last for one of your turns

Confusion – Use an orange marker to indicate Confusion (Fig. 1, A). You may attempt to use the action of a character that is Confused. Roll a die. If the number is odd, Confusion ends and the action succeeds.

If the number is even, take no action and either: **1)** deal 10 damage to one of your characters **OR 2)** a rival heals one character of 10 damage. **If your opponent can not heal a character, one of yours takes 10 damage.**

Blind – Use an orange marker to indicate Blind (Fig. 1, B). If you attempt to use the action of a character that is Blind, roll a die. If the number is odd, Blind ends and your action succeeds. If the number is even, the action fails.

Stun – Use an orange marker to indicate Stun (Fig. 1, C). Stun prevents a character from taking an action for one turn. Attempt dice rolls for other status effects your character may have. *Stun does not prevent you from taking your turn.* Take your Action Roll as normal, which may lead to an Action Break opportunity (Page 4, Action Rolls).

Major Status Effects – May last for multiple turns

Fear – Use a purple marker to indicate Fear (Fig. 1, D). Before your Action Roll, roll a die. If the number is odd, Fear ends. If the number is even, your character can not act for that turn and Fear remains. *Fear does not prevent you from taking your turn.* As with Stun, take your Action Roll as normal, which may lead to an Action Break opportunity.

Poison – Use a green marker to indicate Poison (Fig. 1, E). Before your Action Roll, roll a die. If the number is odd, Poison ends. If the number is even, your character suffers 10 damage and Poison remains.

Restoration – Use a blue marker to indicate Restoration (Fig.1, F). Before your Action Roll, roll a die. If the number is even, Restoration ends. If the number is odd, your character gains 20 health and Restoration remains.

Siphon – Use a red marker to indicate Siphon (Fig.1, G). Before your Action Roll, roll a die. If the number is even, Siphon ends. If the number is odd, heal your character of 10 damage, deal 10 damage to one foe, and Siphon remains. Siphon can only be used by Sarion characters.

Unique Status Effects – May last for multiple turns

Some characters have the ability to inflict status effects which are not listed in these rules. Examples include **Venom**, **Toxin**, and **Sleep**. Each character's actions will explain how to resolve these Unique Status Effects.

Reaction Tiles

Some characters have tiles on their Health Meter marked with an “R” followed by a number. (R-#) These are **Reaction Tiles**. If you land on a Reaction Tile after applying damage, immediately deal damage back to the attacking character in the amount specified on the tile.

Important: Reaction Tiles may not be used as a result of applying health or from damage caused by Poison, Final Acts, etc. However, Reaction Tiles can be used if landed on as a result of Parry.

Nullifier Tiles

Nullifier Tiles provide your characters with benefits when your damage marker lands on them (Fig. 1, #17, example is Parry). **These tiles prevent new status effects and may remove existing ones.** Watch for the icons below.


 **Antidote** – Prevents / removes Poison

 **Courage** – Prevents / removes Fear

 **Evasion** – Prevents / removes Stun


 **Focus** – Prevents / removes Confusion

 **Clarity** – Prevents / removes Blind

 **Parry** – Nullifies damage. If you land on a Parry Tile after taking damage, you may move your damage marker up one tile preventing 10 damage.

Important: Parry applies to damage taken from your opponent. Parry can not be used after applying healing or when damage is caused by Poison, Confusion, Final Acts, etc.

Character Strengths

 **Strength Bonus** (Fig. 1, #18) are used against rival archetypes, races, or classes. These bonuses are applied after a character takes its action.

Final Acts

When a character's damage marker reaches the **Skull Tile**, it is eliminated from play. However, the character may still be eligible to attempt a **Final Act**. Final Acts (Fig.1, #16) are special actions taken when a character's damage marker reaches the skull tile.

If your opponent “skulls” one of your characters, attempt your Final Act at the end of their turn, before you take your next Action Roll. If “Skulled” during your own turn, attempt your Final Act at the end of your turn. (Fig. 3, Turn Phases)

After executing a Final Act, turn your card over to indicate that your character is out of the game. **In general, the effects of Final Acts can not be prevented or avoided, such as by Nullifiers, Auras, etc.** However, some characters may have unique benefits which prevent Final Acts or their effects.

Gameplay Lingo

Allied Character(s) – All characters in your party and your teammate’s party, not including the character taking an action.

Dispel – Immediately removing any negative status effects a character may be inflicted with.

Friendly Character(s) – Any character in your party or your teammates

Opponent/rival – Any person/team playing against you.

Opposing character(s) – Characters under the control of your opponent.

Skulled – An Iconica buzzword meaning a character has no health left.

4-Player Team Games (2v2)

In 4-player games, two players team up against two others. Party member selection begins with all four players rolling a die. Whoever rolls the lowest number, selects a character first. Then, a player from the opposing team selects a character. This cycle alternates until all four players have three characters each.

In 4-player games, *each team member takes an Action Roll during their team’s turn.* Both team members follow the guidelines in Fig. 3, Turn Phases. Cooperating and planning is encouraged as you decide on which actions to take against your opponent and in what order.

My Story

Hey, Eric here. I’m a designer, illustrator, and writer. Iconica is made right here in the Sonoran Desert. Buckeye, Arizona to be exact.

As a kid, I did a lot of drawing, writing, and gaming. Now that I’m a “big kid”, it’s no different. In 2007, I started Specimen, a small enterprise through which I publish various creations, such as this game.

I’m not alone in this effort. My friends and family are a big part of *why* I do what I do. Some of these supporters volunteer their time to playtest Iconica, provide feedback, and offer suggestions for improvement.

Here are a few other things that are important to me:

Work with local printers. I choose to work with AZ-based vendors first, other US-based vendors as needed.

Be resourceful. I look for ways to produce Iconica as responsibly as I can. One of the ways I do this is by removing unnecessary processes and using sustainable materials, even if it costs a bit more.

Produce in small batches. I only order what’s needed, keeping stock low and product fresh. I want to avoid having stock sit for too long, especially for items that move regularly.

Put in the work. For me, making things to share with others always involves a labor of love. I’m not afraid to let that show and champion creativity as a way of adding meaning to our busy lives.

Thank you for your support. It means a lot to small business owners like me! Save travels.

E. Torres

– Eric

Web: ericimagines.com

Shop: ericimagines.com/shop

Insta: [@ericimagines](https://www.instagram.com/ericimagines)

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